

**App. No.** : 10/632,556

**Filed** : 8/1/2003

### **IN THE CLAIMS**

Please amend the claims as follows:

Please cancel claim 1 without prejudice.

Please add new Claims 2-28 as follows:

2. (New) An interactive water attraction for entertaining one or more play participants comprising:

a pool or other body of water;

a plurality of electronically identifiable objects, cards, bands or tags disposed in, on, or around said pool or other body of water;

one or more game consoles distributed in, on, or around said pool or other body of water and being adapted to sense or read one or more of said plurality of electronically identifiable objects, cards, bands or tags;

said one or more game consoles being pre-programmed to play one or more games using said electronically identifiable objects, cards, bands or tags;

whereby play participants are challenged to find identified objects, clues or other information and/or to use the objects, clues or other information to solve various puzzles or problems that present encumbrances to advancement in the game.

3. (New) The interactive water attraction of Claim 2 wherein said pool or other body of water comprises a swimming pool and one or more associated water slides.

4. (New) The interactive water attraction of Claim 2 wherein said pool or other body of water comprises a lazy river water ride.

5. (New) The interactive water attraction of Claim 2 wherein said pool or other body of water comprises a lazy river water ride.

6. (New) The interactive water attraction of Claim 2 wherein at least one of said plurality of electronically identifiable objects comprises an RFID tag.

7. (New) The interactive water attraction of Claim 2 wherein at least one of said plurality of electronically identifiable objects comprises a passive RFID tag having no battery.

8. (New) The interactive water attraction of Claim 6 wherein said RFID tag is molded or embedded into a plastic substrate.

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9. (New) The interactive water attraction of Claim 2 wherein each of said plurality of electronically identifiable objects comprises an RFID tag and wherein each said RFID tag contains an associated unique UOIN for uniquely identifying each of said plurality of electronically identifiable objects..

10. (New) The interactive water attraction of Claim 2 wherein at least one of said one or more game consoles comprises an RFID reader adapted to electronically sense or read one or more of said plurality of electronically identifiable objects, cards, bands or tags.

11. (New) The interactive water attraction of Claim 2 wherein at least one of said one or more game consoles comprises an RFID reader/writer adapted to electronically sense or read one or more of said plurality of electronically identifiable objects, cards, bands or tags and to write information for storage therein.

12. (New) The interactive water attraction of Claim 2 wherein at least one of said pre-programmed games comprises a treasure hunt game wherein at least one object of said game is to find one or more of said plurality of electronically identifiable objects, cards, bands or tags.

13. (New) The interactive water attraction of Claim 2 wherein at least one of said pre-programmed games comprises a quest game wherein at least one object of said game is to find one or more of said plurality of electronically identifiable objects, cards, bands or tags and to use said one or more electronically identifiable objects, cards, bands or tags to solve a mystery or complete a puzzle or quest.

14. (New) The interactive water attraction of Claim 2 further comprising electronically identifiable tags adapted to be worn or carried by each play participant for purposes of identifying and tracking play participants playing said one or more games.

15. (New) The interactive water attraction of Claim 14 wherein said electronically identifiable tags worn or carried by each play participant comprise RFID tags adapted to be worn as wristbands.

16. (New) The interactive water attraction of Claim 15 wherein each said electronically identifiable RFID tags contains an associated unique UPIN for uniquely identifying each play participant.

17. (New) An interactive water attraction for entertaining one or more play participants comprising:

a pool or other body of water;

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a plurality of electronically identifiable bands or tags adapted to be worn by each said play participant for uniquely identifying and tracking of each said play participant;

one or more game consoles distributed in, on, or around said pool or other body of water and being adapted to sense or read one or more of said plurality of electronically identifiable bands or tags;

said one or more game consoles being pre-programmed to play one or more games using said electronically identifiable bands or tags;

whereby play participants are challenged to play a game, solve puzzles or overcome other challenges that present encumbrances to advancement in the game.

18. (New) The interactive water attraction of Claim 17 wherein said pool or other body of water comprises a swimming pool and one or more associated water slides.

19. (New) The interactive water attraction of Claim 17 wherein said pool or other body of water comprises a lazy river water ride.

20. (New) The interactive water attraction of Claim 17 wherein said pool or other body of water comprises a lazy river water ride.

21. (New) The interactive water attraction of Claim 17 wherein at least one of said plurality of electronically identifiable bands or tags comprises an RFID tag.

22. (New) The interactive water attraction of Claim 17 wherein at least one of said plurality of electronically identifiable tags or bands comprises a passive RFID tag.

23. (New) The interactive water attraction of Claim 17 wherein each of said plurality of electronically identifiable tags or bands comprises an RFID tag and wherein each said RFID tag contains an associated unique UPIN for uniquely identifying each said play participant.

24. (New) The interactive water attraction of Claim 17 wherein at least one of said one or more game consoles comprises an RFID reader adapted to electronically sense or read one or more of said plurality of electronically identifiable bands or tags.

25. (New) The interactive water attraction of Claim 17 wherein at least one of said one or more game consoles comprises an RFID reader/writer adapted to electronically sense or read one or more of said plurality of electronically identifiable bands or tags and to write information for storage therein.

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26. (New) The interactive water attraction of Claim 17 wherein at least one of said pre-programmed games comprises a treasure hunt game wherein at least one object of said game is to find one or more of a plurality of electronically identifiable objects, cards, bands or tags.

27. (New) The interactive water attraction of Claim 17 wherein at least one of said pre-programmed games comprises a quest game wherein at least one object of said game is to find one or more of a plurality of electronically identifiable objects, cards, bands or tags and to use said one or more electronically identifiable objects, cards, bands or tags to solve a mystery or complete a puzzle or quest.

28. (New) A method for interactive water play carried out in, on or around a pool or other body of water, said method comprising the following steps:

providing a plurality of electronically identifiable objects, cards, bands or tags in, on, or around said pool or other body of water;

mounting one or more game consoles at different locations in or on or around said pool or other body of water, said game consoles being adapted to sense or read one or more of said plurality of electronically identifiable objects, cards, bands or tags;

programming said one or more game consoles to play one or more games using said electronically identifiable objects, cards, bands or tags;

whereby play participants are challenged to find identified objects, clues or other information and/or to use the objects, clues or other information to solve various puzzles or problems that present encumbrances to advancement in the game.